AMENDMENTS TO THE CLAIMS:

This listing of the claims will replace all prior versions, and listings, of the claims in this application.

No further claim amendments are herewith proposed, and the following listing of the claims, with underlining and strike-throughs removed, is provided for the convenience of the Examiner.

Listing of Claims:

1. (Previously Presented) A system for entity visualization of text messages, comprising:

an entity that comprises a media pool and a body, the body comprising a plurality of predefined entity commands;

an entity player for invoking the entity commands;

means for receiving text input; and

means for associating the text input with at least one entity command, wherein the entity command is invoked using the text input.

2. (Previously Presented) A method for entity visualization of text messages, comprising:

providing an entity that comprises a media pool and a body, the body comprising a plurality of entity commands;

receiving a text input;

associating the text input with at least one entity command; and

invoking the entity command.

3. (Previously Presented) A method for entity visualization of text messages, comprising:

providing an entity that comprises a media pool and a body, the body comprising a plurality of entity commands;

receiving a text input,

comparing the text input to the plurality of entity commands;

determining whether the text input includes at least one matching entity command;

executing the entity command if a match is found; and

constructing a message from the text input if a match is not found.

4. (Previously Presented) A method for entity visualization of text messages, comprising:

receiving, by an entity-enabled device, a text input string, where an entity comprises a media pool and a body, the body comprising a plurality of entity commands;

parsing the text input string to determine if the text input string includes an entity command;

invoking an entity action associated with the entity command if the text input string includes an entity command; and

invoking at least one default entity action if the text input string does not include an entity command.

5. (Previously Presented) An entity-enabled wireless communications device for displaying a text message to a user of the wireless communications device, comprising at least one logical unit that is responsive to a receipt of a text string, where the text string comprises first text for specifying an entity command and second text for specifying a text message, to execute the entity command by displaying on a display of the wireless communications device a visual representation of an entity having at least one characteristic that corresponds to the entity command, and further displaying the text message in conjunction with the displayed visual representation of the entity, where the entity comprises at least a media pool component and a body component.

6. (Previously Presented) A multi-component logical entity storable in a memory medium comprising a media pool component and a body component, where said entity is responsive to a player to be invoked by the player and said player is responsive to a receipt of a text string, where the text string comprises first text for specifying an entity command and second text for specifying a text message, to execute the entity command by displaying on a display a visual representation of the entity having at least one characteristic that corresponds to the entity command, and further displaying the text message in conjunction with the displayed visual representation of the entity.

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7. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said player, when causing the display of the visual representation of the entity having the at least one characteristic that corresponds to the entity command, causes the display of an animation.

8. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 7, where said player, when causing the display of the animation, causes the displayed animation to at least one of move in a manner consistent with the entity command, and exhibit a facial expression that is consistent with the entity command.

9. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said multi-component logical entity and said player are embodied within a wireless communications terminal.

10. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said player is embodied within a component of a wireless network and invokes the entity on behalf of a wireless communications terminal.

11. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 10, where a user of the wireless communications terminal views a result of the execution of the entity using an entity enabled device.

12. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 10, where a user of the wireless communications terminal views a result of the execution of the entity with a computer that is coupled to the player through at least one of a wireless and a wireline connection.

13. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said entity is received over a wireless communications channel as part of a message.

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14. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said entity is transmitted to a wireless communications channel as part of a message.